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**AMENDMENTS TO THE CLAIMS:**

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Cancelled)
2. (Cancelled)
3. (Cancelled)
4. (Cancelled)
5. (Cancelled)
6. (Cancelled)
7. (Previously presented) A shooting game machine, comprising:  
a target unit including targets;  
a shooting unit provided at a position facing the target unit and  
operable by a game player to cause a game medium to fly while selectively aiming  
at any of the targets;  
display units each being provided in correspondence with a  
respective one of the targets;  
value setting means for setting the values to be displayed on the  
display units;

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jackpot setting means for setting a jackpot value on a particular one of the display units;

hit detecting means for detecting a hit of the game medium at a given one of the targets;

a dispenser for paying out a material corresponding to the value displayed on the display unit corresponding to the given one of the targets when the game medium hits said given one of the targets; and

aim detecting means for detecting an aiming direction by the shooting unit, said jackpot setting means determining a one of the targets where the jackpot value is to be set depending on a detection content of the aim detecting means.

8. (Cancelled)

9. (Cancelled)

10. (Cancelled)

11. (Cancelled)

12. (Currently amended) A shooting game machine, comprising:

a target unit including a plurality of targets to be aimed at by a game player;

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a shooting unit provided at a position facing the target unit and operable by a game player to cause a game medium to fly while selectively aiming at any of the targets;

display units for displaying values corresponding to the targets by codes, each of the display units being provided adjacent to and in correspondence with a respective one of the targets;

value setting means for setting the values to be displayed on the display units[[.]];:

jackpot setting means for setting:

a jackpot position among the display units corresponding to the targets;

a jackpot value on one of the display units; and

a jackpot appearing time during which a jackpot appears with the set jackpot value at one of the display units;

hit detecting means for detecting the hit of the game medium at the target;

hit detecting means for detecting a hit of the game medium at a given one of the targets; [[and]]

aim detecting means for detecting an aiming direction of the shooting unit, the jackpot setting means determining the jackpot appearing time on one of

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the targets where a special high score corresponding to the jackpot value is to be set based on a detection result of the aim detecting means; and

a dispenser for paying out a material corresponding to the value displayed on the display unit corresponding to the given one of the targets when the game medium hits said given one of the targets.

13. (Cancelled)

14. (Previously presented) A shooting game machine according to claim [[13]] 12, wherein the jackpot setting means determines the jackpot appearing time on the one of the targets where the special high score is to be set based on a detection result of the aim detecting means regarding whether the shooting unit aims at the target on which the jackpot setting means determines the appearance of jackpot.

15. (Previously presented) A shooting game machine according to claim [[13]] 12, wherein the jackpot setting means determines the jackpot appearing time on the one of the targets where the special high score is to be set based on a detection result of the detecting means regarding whether the shooting unit aims at

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the target on which the jackpot setting means determines the appearance of jackpot and whether the shooting unit is loaded with the game medium.

16. (Previously presented) A shooting game machine according to claim 15, wherein the jackpot appearing time is set shorter when it is detected that the shooting unit is aiming at the target associated with jackpot and the shooting unit is loaded with the game medium than when the shooting unit is not aiming at the jackpot target.

17. (Previously presented) A shooting game machine according to claim 15, wherein the jackpot appearing time is set shorter when it is detected that the shooting unit is aiming at the target associated with jackpot and the shooting unit is loaded with the game medium than when the shooting unit is not loaded with the game medium.